

ADVANCED HEROQUEST™

TREASURE

Over the last few months we've been playing lots of games of *Advanced Heroquest* and have come up with loads of ideas for new types of treasure, jewels and magic items. Here are some of the ideas to try out in your own games.

MONSTER TREASURE

The *Advanced Heroquest* rulebook gives the value of gold crowns carried by the monsters encountered in the Quest for the Shattered Amulet. Here, we give tables for the treasures carried by *all* types of monsters encountered in *Advanced Heroquest*. You can use this simple system in one of two ways.

The easiest way is just to use the value given in the *Monster Treasure Table* overleaf in bold print. This gives the average value of treasure carried by each type of monster. If you want to make the monsters more interesting and varied, roll a D12 for each one encountered and consult the same table. Sometimes they will have an unusually large amount of treasure - a lucky windfall for the Heroes! - and sometimes they have very little. The *Monster Treasure Table* reflects the different fortunes of being a monster- sometimes you get rich as you kill foolish adventurers, sometimes other monsters steal what little you have!

Using the *Monster Treasure Table*, it's also possible for some monsters to possess a minor magical treasure. Magic treasures are covered in detail later on. If a monster has a magical treasure, it will use it to best advantage if it's smart enough to do so. If the item is one which confers a permanent effect (such as a Ring of Protection), the monster will be wearing it. If the treasure is a one-shot item such as a Potion, the monster will use it in the best way possible if it successfully makes an *Intelligence test*. Roll a D12; if the score is less than or equal to the monster's Intelligence score, it has passed the test and will use the item wisely. If the score is greater than the monster's Intelligence score, it won't attempt to use the item. It is possible for a monster to have an item it cannot use, such as a

scroll containing one or more wizard spells. The monster will have stolen such an item from the body of some unfortunate wizard who perished in the dungeon long before the Heroes came along! The more powerful a monster is, the more likely it is to possess a minor magic item. The only exceptions to this principle are Daemons, which is just as well for those who have to fight them!

The table overleaf lists all the monsters in the *Advanced Heroquest* book save for the terrible Praznagar himself. The abbreviation "GC" is used for Gold Crowns. The abbreviation MMI is used for a Monster Magic Item. If a monster has a minor magic item, find out what it is by rolling on the *Monster Magic Treasures Table*.



MONSTER TREASURE TABLE

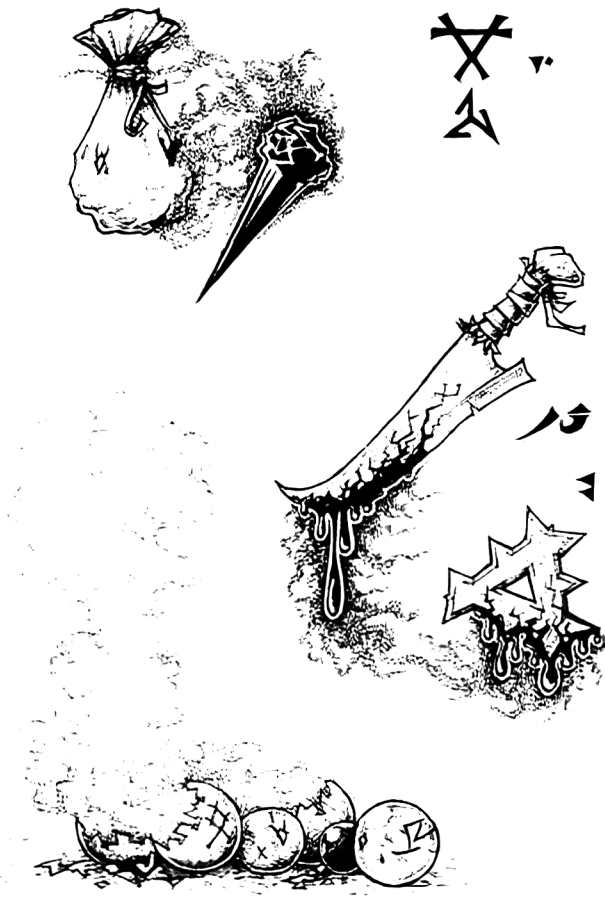
Monster Type	Dice Roll			
	1-4	5-8	9-11	12
Skaven Warrior	5 GCs	10 GCs	15 GCs	20 GCs
Skaven Champion	10 GCs	20 GCs	30 GCs	40 GCs
Skaven Gutter Runner	10 GCs	20 GCs	25 GCs	35 GCs
Skaven Poisoned Globadier	15 GCs	30 GCs	50 GCs	60 GCs+MMI
Skaven Sentry	10 GCs	20 GCs	30 GCs	40 GCs+MMI
Skaven Warlord	40 GCs	60 GCs	80 GCs+MMI	100 GCs+MMI
Skaven Night Runner	10 GCs	30 GCs	40 GCs	50 GCs+MMI
Skaven Jezzailachis Team	40 GCs	60 GCs	80 GCs	100 GCs
Skaven Warfire Team	80 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
White Skaven Sorcerer	60 GCs	100 GCs+MMI	110 GCs+MMI	120 GCs+MMI
Skaven Plague Monk	30 GCs	60 GCs	80 GCs+MMI	100 GCs+MMI
Clan Eshin Assassin	50 GCs	80 GCs	120 GCs+MMI	150 GCs+MMI
Clan Skryre Warpweaver	40 GCs	60 GCs	80 GCs	80 GCs+MMI
Plague Censer Bearer	40 GCs	60 GCs	80 GCs	90 GCs+MMI
Clan Mors Warlord	70 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
Goblin	0 GCs	5 GCs	5 GCs	10 GCs
Goblin Archer	0 GCs	5 GCs	5 GCs	15 GCs
Orc Warlord	50 GCs	60 GCs	80 GCs+MMI	120 GCs+MMI
Orc Warchief	50 GCs	80 GCs	100 GCs+MMI	120 GCs+MMI
Orc Champion	10 GCs	20 GCs	25 GCs	30 GCs+MMI
Orc	5 GCs	10 GCs	15 GCs	20 GCs
Chaos Thug	0 GCs	10 GCs	20 GCs	30 GCs
Chaos Champion	50 GCs	80 GCs	80 GCs+MMI	100 GCs+MMI
Chaos Warrior	30 GCs	40 GCs	50 GCs	60 GCs+MMI
Chaos Lord	90 GCs	120 GCs	150 GCs+MMI	180 GCs+MMI
Chaos Sorcerer	80 GCs	110 GCs+MMI	140 GCs+MMI	170 GCs+MMI
Greater Daemon	150 GCs	200 GCs	250 GCs	300 GCs
Daemonette	90 GCs	120 GCs	150 GCs	200 GCs
Bloodthirster	100 GCs	120 GCs	150 GCs	200 GCs
Minotaur Lord	80 GCs	110 GCs	140 GCs+MMI	170 GCs+MMI
Minotaur	60 GCs	90 GCs	120 GCs+MMI	150 GCs+MMI
Ogre Chieftan	70 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
Ogre	50 GCs	80 GCs	100 GCs	120 GCs
Troll	60 GCs	90 GCs	120 GCs+MMI	150 GCs+MMI
Fimir	50 GCs	70 GCs	100 GCs+MMI	120 GCs+MMI
Undead Champion	40 GCs	60 GCs	70 GCs	90 GCs+MMI
Zombie	0 GCs	10 GCs	10 GCs	20 GCs
Skeleton	10 GCs	10 GCs	10 GCs	20 GCs
Mummy	0 GCs	20 GCs	40 GCs	100 GCs

MONSTER MAGIC TREASURES

Roll D12 and consult the table below. Make sure you record the Monster Magic Item on a blank *Monster Reference Table* or make a clear note of it elsewhere.

MONSTER MAGIC TREASURES TABLE	
D12	Magic Item Possessed by the Monster
1	Amulet of Courage
2	Ring of Speed +1
3-4	Potion of Healing
5	Potion of Prowess
6	Talisman of Detection
7	Scroll containing 2 Wizard Spells
8	Magical Shield - Arrow Catcher
9-10	Ring of Magic Protection +1
11	Magic Sword, +1 to WS only
12	Potion of Regeneration

Details of these magic items can be found in Magic Treasures section below.



TREASURE CHESTS

Treasure Chests can be found in Lairs and Quest rooms. When a Treasure Chest is found, roll 2D12 and look up the result on the *Treasure Chests Table*.

Most of the treasures here will be familiar from the *Advanced Heroquest* book- Gold Crowns, rat poison, bows, arrows and the like. There are two new types of treasure here, *Jewels* and *Blade Venoms*, and both are described fully in the following section. Magic treasures are dealt with later.

TREASURE CHESTS TABLE	
2D12	Treasure Chest Contents
2-5	Treasure Map
6	4 Bolts (for crossbow) and 20 Gold Crowns
7	6 Arrows and 20 Gold Crowns
8	10 feet of Rope and 30 Gold Crowns
9	2 Flasks of Greek Fire and 1 Jewel
10	50 Gold Crowns
11	100 Gold Crowns
12	50 Gold Crowns and 1 Jewel
13	100 Gold Crowns and 1 Jewel
14	Bow, 6 Arrows and 1 Jewel
15	Shield, 6 Arrows and 50 Gold Crowns
16	Screech Bug and 50 Gold Crowns
17	Rat Poison and 50 Gold Crowns
18	Blade Venom (1 dose), 50 Gold Crowns & 1 Jewel
19	Blade Venom (1 dose), 50 Gold Crowns & 1 Jewel
20-21	1 Magic Treasure
22-23	1 Magic Treasure and 1 Potion
24	2 Magic Treasures, 1 Potion and 1 Jewel

BLADE VENOMS

When *Blade Venoms* are discovered as treasure, the venom type is found by rolling a D12 on the following table. Each variety of *Blade Venom* can be applied to an edged hand weapon only. This includes swords, daggers, halberds, axes and spears but not warhammers or clubs nor crossbow bolts, arrows or any other missile weapon. Each dose of *Blade Venom* will last for 1 combat. During this time, any successful hit from the attacker will do 1 additional Wound to the creature (or type of creature) affected by the *Blade Venom*. As the table

shows, specific Venoms are effective against particular creatures - for example, Graveroot is effective against all Undead creatures (but has no effect on living creatures of any type).

BLADE VENOMS TABLE		
D12	Blade Venom	Effective Against...
1-2	Graveroot	Undead
3	Elfbane	Elves, Dark Elves
4-5	Blackroot	Orcs and Goblins
6-7	Stonebane	Ogres and Trolls
8-9	Lawfoil	Chaos Warriors
10-12	True Lawfoil	Chaos Creatures

Except for Elves and Dark Elves, which have their own entry, all other creatures are all grouped, as follows:

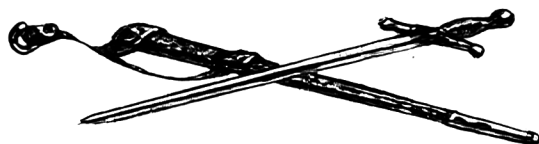
Undead: includes Zombies, Skeletons, Mummies, Undead Champions.

Orcs and Goblins: This includes all the specialist types of these nasty creatures, such as the Orc Warlord, Goblin Archer, etc.

Ogres and Trolls: Again, the Ogre Champion and other ogre/troll "specialists" are included.

Chaos Warriors: This includes Chaos Thugs, Chaos Champions, Chaos Warriors, but *not* the Chaos Sorcerer.

Chaos Creatures: This includes Minotaurs (and Minotaur Lords), Beastmen, and all Daemons (Bloodthirsters, Daemonettes, and Greater Daemons of Tzeentch).



JEWELS

Jewels are always valuable, and unlike gold crowns they don't count as weighing anything. This means that Heroes can carry extra treasure without being weighed down with too much gold. Some types of jewels are also magical. If the D12 roll on the Jewel table below indicates that a jewel is magical, you should immediately roll on the Magic Jewels table (see Magic Treasures) to see what magic property the jewel possesses.

JEWEL VALUE TABLE	
D12	Value of the Jewel
1-3	50 Gold Crowns
4-5	80 Gold Crowns
6-7	100 Gold Crowns
8-9	150 Gold Crowns
10-12	Magic Jewel

Magic Jewels are worth 150 gold crowns for their rarity value if sold. If they are kept and their magic is used up, they are worth 50 gold crowns afterwards.

MAGIC TREASURE

Magic items are the most valuable treasures which Heroes can find. They are easily the most important way in which Heroes can make themselves more powerful. There are, however, limits to the number of magic items Heroes and Henchmen can carry and use; for example, only one magic ring can be worn, and no more than three magic weapons can be carried. These restrictions are listed below each type of item.

The *Magic Treasure Table* below supercedes the old one in the *Advanced Heroquest* rulebook (page 31). To save you time flicking back and forward from this book to the rulebook, we've collected together all the Magic Treasures here, both old and new, so everything you need for complete reference is in this one section. References are often made to "model" and "models" when describing magic items- this can mean a Hero, a Henchman, or even a monster, since monsters can use magic items too!

MAGIC TREASURE TABLE			
2D12	Result	2D12	Result
2	Dawnstone	12	Jewel
3	Amulet	13-14	Potion
4	Bag	15	Arrows or Bolts
5-6	Wand	16-17	Bow
7	Ring	18-19	Sword
8	Shield or Helm	20-21	Armour
9	Weapon	22-23	Robe or Cloak
10-11	Scroll	24	Talisman

As usual, when the Heroes find a magic item they should agree among themselves who is the best person to use the magic item. If they cannot agree, the Leader should decide which member of the party may carry and use the item. Treasure can be re-allocated during or after the expedition anyway, and Heroes can make swaps and deals between themselves.

DAWNSTONES

A Dawnstone is a very powerful and unique magical object. It contains 1D12 Fate Points that can be used by the owner in the same way as normal fate Points. The Dawnstone does not however regenerate Fate Points between adventures and trips and once used, they are lost forever.

MAGIC AMULETS

There are now five different magical amulets, so roll a D12 and determine from the table below which type of amulet has been found.

MAGIC AMULET TABLE	
D12	Amulet Type
1-2	Amulet of Iron
3-5	Amulet of Protection
6-7	Amulet of Courage
8-10	Amulet of Warding
11-12	Amulet of Health

Amulet of Iron: If a spell is aimed at a Hero (or other creature) wearing this amulet, or he is in the area of effect of a spell, roll a D12. On a roll of 9 or more, the spell has no effect on the model. Note that the amulet works even if the player wants to have his Hero affected by the spell- so be sure to remove it before having wounds healed by a *Flames of the Phoenix* spell, for example! Also, if an Amulet of Iron saves a model from an area effect spell (such as an *Inferno of Doom* spell), this does not save other models in the area of effect from the effects of the spell.

Amulet of Protection: Any model wearing an amulet of this type has its Toughness increased by 1 point, in addition to any benefits for armour, etc.

Amulet of Courage: This amulet protects its wearer against fear. He need never make a Bravery check when confronted by a *Fearsome Monster*, and he is immune to spells which cause fear (such as *Flight*).

Amulet of Warding: An Amulet of Warding protects its wearer against a certain type of monster. A Hero wearing an *Amulet of Warding* will suffer one less Wound from each successful attack by the type of monster in question. Also, a monster of this type can never get any kind of free attack - from a fumble for example - when fighting the wearer of an *Amulet of Warding*. Roll a D12 and read from the table below which type of monster a particular Amulet of Warding protects against:

AMULET PROTECTION TABLE			
D12	Protection from	D12	Protection from
1	Chaos Warriors	8-9	Skaven
2-3	Chaos Creatures	10	Undead Creatures
4-5	Orcs and Goblins	11	Fimir
6-7	Ogres and Trolls	12	Daemons

For a range of monsters such as Chaos Creatures, the groups listed earlier (under *Blade Venoms*) should be used as definitions.

Amulets of Warding are quite specific: they protect against one, and only one, type of monster and offer no protections against any other types!

Amulet of Health: This amulet protects its wearer from all kinds of disease and poison. He will never suffer from a disease caused by a monster such as a Mummy, he will not be affected by any *Blade Venom*, and is also unaffected by *Poison Darts*, *Gas traps* or *Deadly Poison* mould, mushrooms and pools.

A model may only wear one Amulet at a time. It is not allowed for a model to wear both an Amulet and a Magic Talisman at the same time

MAGIC BAGS

Magic bags are sleek leather pouches with silken drawstrings. Roll a D12 and check the table below to see what type of bag has been found. Bags will always be empty when they are found.

MAGIC BAGS TABLE	
D12	Type of Bag
1-3	Bag of Lightness
4-6	Bag of Treasure
7-9	Bag of Wizardry
10-12	Rat Bag

Bag of Lightness: This bag can hold up to 250 Gold Crowns quite weightlessly. This allows a Hero to carry twice his normal allowance of Gold Crowns before he must forego any further gold.

Bag of Treasure: This bag can be dipped into once between *expeditions*, but will be empty at any other time. One Hero can empty the Bag of Treasure after an expedition, and it will disgorge 5D12 Gold Crowns (the player of the Hero with the bag can roll the D12). It is usual for Heroes to share the money between them.

Bag of Wizardry: This bag can produce Spell Components for any spell as requested by the Wizard. Roll a D12 when the Bag of Wizardry is found; this is the number of times the Bag can produce spell components before it loses its magic forever. The Bag can produce different components each time it is asked to do so.

Rat Bag: The bane of Skaven of all sorts. If a Hero with a Rat Bag flourishes it at a Skaven model within his death zone, the Skaven is forced to jump into the bag and is magically shrunk and unable to fight! Any Skaven except for *spellcasters* will be affected. Using the Rat Bag takes place during a Combat Turn and no other form of attack can be made in addition.

The Skaven within the bag cannot be harmed while he is within it, but he cannot harm those on the outside either. When the Hero carrying the Rat Bag reaches a square next to the stairs leading up and out of the dungeon, the Skaven will magically reappear from the bag within the Death Zone of the Hero with the bag (if possible, otherwise as close as he can get). This time the Skaven (back to full size outside the bag!) must be fought normally; he cannot be forced into the bag again.

Only one Skaven can be trapped within a Rat Bag at any one time.

MAGIC WANDS

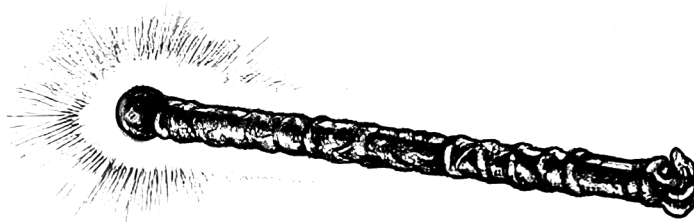
A magic wand may only be used by a Wizard. Each magic wand contains one spell, chosen at random from the table below. Wands are of two types, *Bright Wands* and *Light Wands*, and these differ slightly. Roll one D12, and add 1 to the number rolled if you rolled an odd number to find how many charges the wand has (so the wand has 2,4,6,8,10 or 12 charges). If a Bright Wizard uses a *Bright Wand*, each time he uses it to cast the spell he uses 1 charge; if he uses a *Light Wand*, each time he uses it to cast the spell he uses 2 charges. Similarly, when a Light Wizard uses a *Light Wand* he uses 1 charge per spell, but he uses 2 charges per spell when he uses a *Bright Wand*. Keep a

careful check of how many charges have been used from a Wand. When a wand has no charges left, it is no longer magical.

Roll 2D12 and consult the table below to find the category of wand (Bright or Light) and the spell contained within it.

MAGIC WANDS TABLE	
2D12	Magic Wand Type
2	Inferno of Doom
3	Courage
4	Still Air
5	Power of the Phoenix
6	Swift Wind
7	Flight
8	Flaming Hand of Destruction
9	The Bright Key
10	Flames of the Phoenix
11	Flames of Death
12	Dragon Armour
13	Power of Life
14	Strength of Life
15	Cloak of Protection
16	Blinding Light
17	Escape
18	Restore Life
19	Regeneration
20	Remove of Venom
21	Dagger of Banishment
22	Sleep of Ages
23	Light of Learning
24	Banish Fear

Note: Wands rolled up on a roll of 2-12 on the dice rolls are *Bright Wands*, whereas those rolled up on a roll of 13-24 on the dice rolls are *Light Wands*.



MAGIC RINGS

There are several different magic rings. Roll a D12 and check the table below to see which type is part of a magical treasure:

MAGIC RINGS TABLE	
D12	Type of Magic Ring
1	Ring of Protection (Level 1)
2	Ring of Protection (Level 2)
3	Ring of Protection (Level 3)
4	Ring of Magic Protection (Level 1)
5	Ring of Magic Protection (Level 2)
6	Ring of Magic Protection (Level 3)
7	Ring of Fate
8-9	Ring of Speed (Level 1)
10-11	Ring of Speed (Level 2)
12	Ring of Greatness

Rings of Protection: These add to the wearer's Toughness (in addition to any benefits for armour, etc.). A level 1 ring adds 1 point, a level 2 ring adds 2 points, a level 3 ring adds 3 points.

Rings of Magic Protection: These protect the wearer from spells and magical traps such as a *Fireball*. A level 1 ring cancels the effects of such a spell if the wearer can roll an 11 or 12 on a D12 roll. A level 2 ring cancels the effects of such a spell if the wearer can roll 9 or higher. The level 3 rings work if the wearer can roll under his Intelligence score.

Ring of Fate: The highly-prized Ring of Fate contains 2 or 3 Fate Points; roll one D12. If the number rolled is even the Ring of Fate has 2 Fate Points, if the number rolled is odd the ring contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the ring once used, even between expeditions and adventures. Once the Fate Points in the Ring of Fate are used up, it has no magic left in it.

Ring of Speed: These rings add to the Speed of the model wearing them. A level 1 ring adds 1 point to the model's Speed score, a level 2 ring adds 2 points to the model's Speed score.

Ring of Greatness: The wearer of this ring is particularly strong when dealing with powerful enemies. He can ignore all special rules which apply to *Invulnerable Monsters* and affect them

normally, is immune to the fear caused by *Fearsome Monsters*, and gains an extra damage D12 against *Large Monsters*.

A model may only wear one magic Ring at a time.

MAGIC SHIELDS AND HELMS

Roll a D12 and check the table below to see what has been discovered. Some shields and helms simply add extra Toughness to a model (and may penalize Speed or Bow Skill). If this is the case then the changes to BS, T and Sp are shown in the table below. These need no further explanation. A few shields and helms have special, different magic and these are described individually below the table.

MAGIC SHIELDS AND HELMS				
D12	Shield or Helm	BS	T	Sp
1-3	Simple Magic Shield	-1	+1	0
4	Magical Greatshield	-2	+2	-1
5	Simple Magic Helm	0	+1	0
6	Dwarven Magic Helm	-1	+2	0
7-8	Shield of Spell Reflection	see below		
9-11	Shield, Arrow Catcher	see below		
12	Magic Helm, Fearsome Rune	see below		

Shield of Spell Reflection: This shield acts as a kind of magical mirror. When a spell is cast at the model with the shield, roll a D12. If the number rolled is equal to or less than the model's *Intelligence* score, then not only does the spell not affect the model, but it is also reflected back at the spellcaster! However, this does not apply to spell effects from magic traps, nor to spells which have an area effect.

Shield, Arrow Catcher: This shield is enchanted to give its user complete protection against all non-magical missiles. All arrows or crossbow bolts fired at the shield user will be magically sucked into the shield, leaving the model unharmed. The shield only gives normal protection against magical arrows and bolts, however.

Magic Helm, Fearsome Rune: This great helm reduces BS by 1 point and adds 2 points to the model's Toughness, but it also has a ancient symbol etched into the front of it, over the model's forehead. This rune strikes fear into the hearts of all the user's enemies. The helm wearer is treated as being a *Fearsome Monster*. This magical fear

doesn't apply to the model's companions, henchmen, etc.

A model may only carry one Shield, and may only carry one Helm.

MAGIC WEAPONS

There are two types of Magic Weapons. One type simply gives the user additional damage dice, but others have special individual properties. Page 44 of the *Advanced Heroquest* rulebook shows the basic number of damage dice to be rolled when using each weapon type, and magic weapons which allow the user to roll extra damage dice are listed on the table below as +1 damage dice or +2 damage dice. It is never possible for a weapon to inflict more than 12 damage dice, irrespective of its magical bonus, user's strength, etc. Magic weapons which have additional damage dice are simply listed as such on the table below and need no extra description. Other magic weapons are described below. Roll 2D12 when a magic weapon is found and check the table below to find out what has been discovered.

MAGIC WEAPONS TABLE			
2D12	Magic Weapon	2D12	Magic Weapon
2	Dagger, +1 damage dice	13	Halberd, +1 damage dice
3-4	Dagger, +2 damage dice	14	Halberd, +2 damage dice
5	Dagger of Throwing	15	Halberd of Cleaving
6	Spear, +1 damage dice	16	Halberd of Skill
7	Spear of returning	17	Two-handed Sword of Cleaving
8	Axe of Cleaving	18-19	Two-handed Sword of Skill
9	Axe, +1 damage dice	20	Two-handed Sword, +1 damage
10	Warhammer, +1 damage	21-22	Two-handed Axe of Cleaving
11	Warhammer, +2 damage	23	Two-handed Axe of Skill
12	Flying Hammer	24	Two-handed Axe, +1 damage

Dagger of Throwing: This dagger is specially balanced to be easily hand-thrown and may be used as a *ranged weapon*. It has a range of 6 squares and 4 damage dice. In hand-to-hand combat, it does the same damage as a non-magical dagger.

Spear of Returning: This spear can be thrown at a target as a *ranged weapon*, with a range of 8 squares and 4 damage dice. It also returns to the hands of the thrower immediately after striking its target, so it is available for use in the next combat turn. In hand-to-hand combat it inflicts the same number of damage dice as a nonmagical spear.

Axe of Cleaving: This axe has a series of fine runes engraved along its blade which keep it magically sharp. This enchanted sharpness enables it to cause a critical hit on a roll of 10-12.

Flying Hammer: This hammer can be thrown as a *ranged weapon*, with a range of 10 squares and 6 damage dice. It flies and returns to its owner's hand in but a split-second, ready for use in the next combat turn.

Halberd of Cleaving: In a similar fashion to the Axe of Cleaving, this halberd has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Halberd of Skill: While it does not inflict any additional damage, this weapon is highly prized since its user will *never* fumble with it! Any normal fumble is treated simply as a miss.

Double-Handed Sword of Cleaving: This double-handed sword has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Sword of Skill: While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it- any normal fumble is simply a miss.

Double-Handed Axe of Cleaving: This double-handed axe has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Axe of Skill: While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it- any normal fumble is simply a miss.

A model may not carry more than three weapons. This does not include Bows and Arrows (or bolts) which are treated separately.



MAGIC JEWELS

Magic Jewels are worth 150 Gold Crowns if they are sold before their magic is used, and 50 Gold Crowns if sold after the magic within them is used up. In the case of Magic Jewels which have a limited number of uses, even using the Jewel once will reduce its value to 50 gold crowns. If a Magic Jewel is found, roll a D12 and check the table below to see what has been discovered.

MAGIC JEWEL TABLE	
D12	Type of Magic Jewel
1-2	Claregem
3-4	Fate Jewel
5-6	Fire Ruby
7-8	Jewel of Shattering
9-10	Soul Jewel
11-12	Spell Jewel

Claregem: This large gem is held before one eye when a Hero is searching for traps. It shows the detail of rooms, floors and chests, and if used during an exploration turn it adds 1 to D12 rolls for spotting traps (*Advanced Heroquest* rulebook, page 33).

Fate Jewel: This stores 2 or 3 Fate Points; roll one D12. If the number rolled is even the Fate Jewel has 2 Fate Points, if the number rolled is odd the Jewel contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the Jewel once used, even between expeditions and adventures. Once the Fate Points in the Fate Jewel are used up, it has no magic left in it.

Fire Ruby: This Jewel has 1D12 charges within it and its magic may only be used by a Wizard. Each time a charge is used, the Wizard rubs the gem and his hands become alive with magical fire. This does not harm the Wizard, but the effects on his enemies in hand-to-hand combat are exactly the same as for the *Flaming Hand of Destruction* spell (see the Bright Wizard's spellbook).

Jewel of Shattering: This dark red Jewel is a deadly weapon. It can be thrown up to 8 squares distance, automatically landing on the intended square (if this is within line of sight). Any model standing on that square, or any square adjacent to it, are engulfed in a tornado of raging flame as the jewel explodes into fire and flings shards of crystal into the air. Roll 8 damage dice to determine the effects for each model in the area of effect.

Soul Jewel: This jewel can save the life of a Hero or Henchman. If such a character is slain, the Soul Jewel will hold his soul. If the Jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell (see the Bright Wizard's spellbook). The Soul Jewel may only be used once, and it automatically saves the life of any companion of the Hero or Henchman who is in possession of the Jewel.

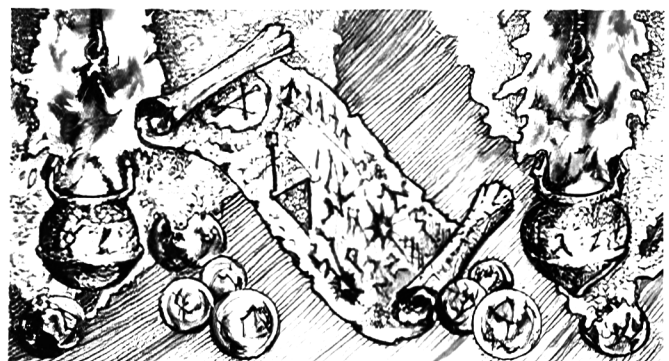
Spell Jewel: This behaves exactly as a Magic Wand, containing one spell which may be used 1D12 times before the Spell Jewel loses its magic. Determine which spell the Jewel stores as for a Magic Wand.

MAGIC SCROLLS

Scrolls can only be used by a Wizard. A scroll will hold spells each of which can be cast once, after which the writing on the scroll will fade (if there is more than one spell on the scroll, the other spells aren't affected, of course). Roll a D12 to see what the contents of the scroll are.

MAGIC SCROLLS TABLE	
D12	Type of Scroll
1-2	1 Spell, Bright Wizard's Spellbook
3-4	2 Spells, Bright Wizard's Spellbook
5	3 Spells, Bright Wizard's Spellbook
6	4 Spells, Bright Wizard's Spellbook
7-8	1 Spell, Light Wizard's Spellbook
9-10	2 Spells, Light Wizard's Spellbook
11	3 Spells, Light Wizard's Spellbook
12	4 Spells, Light Wizard's Spellbook

Roll a D12 to determine which spell is found (a separate roll for each spell; duplications are possible). Read down the Spell Book for the Wizard; 1-6 down the left column, 7-12 down the right column.



MAGIC POTIONS

Roll a D12 and determine the nature of any magic Potion found from the following table.

MAGIC POTIONS TABLE	
D12	Type of Magic Potion
1-4	Healing
5-7	Strength
8	Prowess
9	Invulnerability
10	Regeneration
11	Cursed Potion
12	Sublime Potion of the Supreme Alchemist

Potion of Healing: This may be drunk by a model at the start of any turn. It may also be given to an unconscious Hero or henchman by another so long as neither is in an enemy death zone and the character giving the potion is in an adjacent square to the unconscious model. Healing potions restore a character's Wounds to their starting level from the beginning of the next turn. Potions of Healing will not restore Heroes who have died. Note that some Hazards require a Hero to drink a Potion of Healing or die!

Potion of Strength: This may be drunk by a model at the start of any turn. Strength is then increased by 2 points, and the number of damage dice rolled for hand-to-hand weapon or fist combat is increased by +2. The effects of the Potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Prowess: This may be drunk at the start of any turn. Weapon Skill, Bow Skill, and Speed are all increased by 1 point each. The effects of the Potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Invulnerability: This may be drunk at the start of any turn, and makes the drinker invulnerable just like an *Invulnerable Monster* (see Alternative Monsters in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat.

Potion of Regeneration: This may be drunk at the start of any turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see Alternative Monsters in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat.

Cursed Potion: This evil Potion has its effects as soon as it is drunk (at the start of any turn). It *permanently* subtracts 1 from one of the drinker's characteristics. Roll a D12 and check from the table below which ability score is reduced as a result of drinking this Potion. The GM should tell the players that the Potion is a Potion of Healing until their character drinks it!

CURSED POTION TYPES			
D12	Ability Reduced	D12	Ability Reduced
1-2	Weapon Skill	7-8	Speed
3-4	Bow Skill	9-10	Bravery
5	Strength	11	Intelligence
6	Toughness	12	Wounds

Sublime Potion of the Supreme Alchemist: This wondrous and rare Potion can be drunk at the start of any turn. It heals all lost Wound points and cures any and all diseases the drinker has. Further, the drinker has one of his characteristics (not Fate Points) increased by 1 point permanently - the player can choose which of his Hero's characteristics is increased if he drinks this Potion.

MAGIC ARROWS OR BOLTS

There are several types of magical arrows and crossbow bolts (bolts can only be fired from crossbows, arrows can be used with any bow). Roll 2D12 and check the table below to see which type of arrows or bolts have been found, and how many.

TYPES OF MAGIC ARROWS AND BOLTS					
2D12	Arrow/Bolt Type	No	2D12	Arrow/Bolt Type	No
1	Bolts of Death	3	12-14	Arrows of Flame	4
2-4	Arrows of Death	6	15	Bolts of Flame	2
5	Bolts of Sure Striking	1	16-19	Arrows of Morr	4
6-7	Arrows of Sure Striking	2	20	Bolts of Morr	2
8	Bolts of the Assassin	2	21-22	Arrows of True Flight	2
9-11	Arrows of the Assassin	4	23-24	Bolts of True Flight	1

Arrows/Bolts of Death: These add +1 to the damage dice rolled for a successful hit.

Arrows/Bolts of Sure Striking: The bow user can add +2 to his Bow Skill when using these arrows.

Arrows/Bolts of the Assassin: An attack by one of these causes a critical hit on any dice roll of 10 or more.

Arrows/Bolts of Flame: These burst into flames when they hit a target. Add +2 to the number of damage dice rolled. If a Mummy is hit by one of these missiles it is destroyed instantly. A Troll hit by one of these missiles cannot regenerate any Wound loss it suffers from the hit.

Arrows/Bolts of Morr: These missiles have been consecrated to Morr, Lord of the Dead, and are especially enchanted to destroy the abomination of Undead creatures. Any Undead creature struck by one of these missiles is destroyed instantly. Undead creatures as a group were listed earlier (see *Blade Venoms*).

Arrows/Bolts of True Flight: These missiles never miss their target (providing it is within range!). No hit roll is required.

Magic arrows and crossbow bolts obey all the normal rules for ranged attacks.

MAGIC BOWS

There are many types of magical bow. Roll one D12 and check the table below.

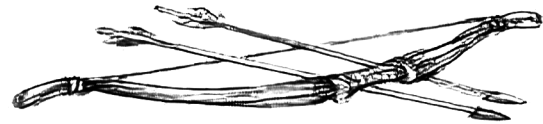
MAGIC BOWS			
D12	Bow Type	Range	Damage
1-4	Short Bow	28	4
5-7	Bow	40	4
8-9	Long Bow	48	5
10-11	Crossbow	48	5
12	Elven Power Bow	48	6

Some bows have additional magical properties, so roll a second D12 and consult the following table

MAGIC BOWS - SPECIAL ABILITIES	
D12	Special Ability
1-7	No Special Ability
8	Deadly Aim
9	Mighty Striking
10	Repeating
11	Swiftess
12	Deadly Power

Deadly Aim: A model using this bow adds +1 to its hit roll.

Mighty Striking: All arrows fired from this bow strike with 1 extra damage dice. This is in addition to any special effects the arrows may have if they are themselves magical (so, an Arrow of Death fired from a Bow of Mighty Striking would inflict 2 additional damage dice).



Repeating: A model using this bow may fire two arrows per combat turn from this bow, instead of just one.

Swiftess: A model with this bow can move and fire it as well, ignoring the normal rule.

Deadly Power: All arrows fired from this bow gain 1 extra damage dice, just like a Bow of Mighty Striking. In addition to this, the bow may fire one shot per adventure where 10 damage dice are rolled. This shot may use any kind of arrow, and if the shot is fired by a Hero or Henchman the player must declare that he is using this special ability before rolling the hit dice. If the shot misses, then the special ability is wasted.



MAGIC SWORDS

Magic swords are among the most highly prized of magic weapons. If a Magic Sword is among some treasure found, immediately roll 2D12. If you roll a total of 13 or under, check on the first table directly opposite on this page. In this case the Magic Sword simply give additions to Weapon Skill and/or damage dice as shown in the table. If you roll 14 or higher, read from the second table, because these Magic Swords have individual, special magical abilities which make them unique and powerful. These swords are detailed in the listing below:

Sword of Smiting: This sword gives bonuses of +1 to WS and damage dice, and it causes a critical hit on a roll of 11-12 (instead of the usual 12 only).

Sword of Skill: This sword gives bonuses of +1 to WS and damage dice, and it never gives a fumble result. A hit roll of 1 is considered just a simple miss.

Sword of Courage: This sword gives a bonus of +2 to WS, and also increases the user's Bravery score by 2 points. It cannot increase any Bravery score above 12.

MAGIC SWORDS			
2D12	Sword Type	+ to WS	+ to Damage Dice
2	Rune Sword	+2	+2
3-4	Limb Lopper	+2	+2
5-6	Rib Cleaver	+1	+2
7-9	Skull Splitter	+1	+1
10	Gut Ripper	+2	+1
11-12	Death Bringer	0	+1
13	Soul Reaver	+1	0

MAGIC SWORDS - SPECIAL TYPES	
2D12	Sword Type
14-15	Sword of Smiting
16	Sword of Skill
17-18	Sword of Courage
19	Sword of Defense
20	Sword of the Flaming Heart
21	Sword of Glory
22-23	Banesword (Rune Sword)
24	Sword of Stealing (Rune Sword)

Sword of Defence: This excellent weapon doesn't grant any increase to WS or damage dice, but it can automatically deflect and parry any one attack made against the wielder of the sword in each combat phase. The Hero player must decide which attack he will have the sword parry *before* the dice is rolled to hit. That attack is then treated as a miss- there's no need even to roll for a hit. If more than one attack is being made on the Hero, the player is not allowed to decide which attack to parry after he's seen the dice rolls for hitting made!

Sword of the Flaming Heart: This wondrous sword has a keen blue steel blade with a sinuous vein of an unknown red metal along the edges. When drawn from its scabbard the sword edges spark with a brilliant red flame. This adds 1 extra damage dice, and also +1 to all Wound rolls. Any Mummy successfully hit by a Sword of the Flaming Heart is destroyed instantly. Any Troll struck by it cannot *regenerate* the Wounds it causes.

Sword of Glory: This sword glows with a fearsome light during combat, and marks its wielder as a true Hero. The sword wielder has the



ADRIAN SMITH

same effect on enemy models as a *Fearsome monster* has on Heroes. The sword also gives a bonus of +1 to WS.

Banesword (special Runesword): The Banesword has a special, old magic Death Rune inscribed upon it, and has great power against one particular type of creature. Baneswords are particularly prized because they can be used by Wizards as well as other Heroes. Roll a D12 and check the table below to see what type of creature the Banesword is most effective against.

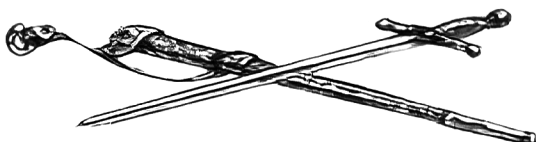
BANESWORDS	
D12	Special Effects Against Monsters
1	Chaos Warriors
2-3	Chaos Creatures
4-5	Orcs and Goblins
6-7	Ogres and Trolls
8-9	Skaven
10	Undead Creatures
11	Fimir
12	Daemons

For groups of creatures such as Chaos Creatures, see the section on *Blade Venoms* for details of what a group includes.

Against the specified creature type, a Banesword adds +2 to WS, damage dice, and all Wound rolls. Against any other type of creature, a Banesword simply adds +1 to WS only.

Sword of Stealing: This fine weapon gives no bonuses to WS or damage dice, but for every Wound it causes to an opponent on a critical hit, it gives one Wound to its user. However this does not allow the Wounds total of the sword user ever to exceed its start level.

No model may carry more than two Swords (including nonmagical and two-handed swords). A wizard may not use a Sword unless it is a Rune Sword. Use the Hand-to-Hand Weapon Table in the *Advanced Heroquest* rulebook (page 44) to adjust the Hand-to-Hand Combat figures on your character sheet for the effects of using a Magic Sword.



MAGIC ARMOURS

Magic armour may be used by any Hero except a Wizard. Roll two dice. If you roll a total of 14 or below, check the first table below; these armours alter a model's Speed, Bow Skill, and Toughness. If you roll 15 or higher, the armour is a specially enchanted type, so check the second table below.

MAGIC ARMOUR				
2D12	Armour Type	Bow Skill	Toughness	Speed
2-3	Elven	0	+4	0
4	Dwarven	-2	+5	+2
5	Enchanted Mithril	0	+5	0
6	Mithril	0	+3	0
7	Plate	-2	+4	-2
8	Heavy Chain	-1	+3	-2
9-10	Medium Chain	-1	+2	-2
11	Light Chain	0	+1	0
12	Medium Leather	-1	+1	0
13-14	Heavy Leather	-1	+2	-1

MAGIC ARMOUR - SPECIAL TYPES					
2D12	Armour	BS	T	Sp	Special Property
15-17	Chain	-1	+2	-2	Protection from Missiles
18-19	Chain	-1	+2	0	Speed
20-21	Chain	-1	+2	-2	Protection from Fire
22-23	Leather	0	+1	0	Enchantment
24	Plate	-2	+4	-2	Golden Light

Chain Mail, Protection from Missiles: The wearer is protected against all ranged attacks with nonmagical missile weapons (arrows, bolts, spears, throwing daggers, axes, etc.). Against these weapons, the wearer of the armour is treated as an *Invulnerable monster*. Against all other weapons (including magical missile weapons) the armour protects normally (with the bonus to Toughness shown in the table above).

Chain Mail of Speed: This very light armour is wonderfully light while still giving protection as good as most. It thus gives benefits to Toughness without slowing down its wearer. The effects on speed, and the full profile for the armour, is shown in the *Magic Armour Table* above.

Chain Mail, Protection from Fire: This red-tinged armour gives good protection against all fire attacks (a Fireball spell trap, an Arrow or Bolt of Flame, etc.). The wearer can subtract -2 from all Wound rolls made if he is affected by such fiery attacks.

Leather Armour of Enchantment: This armour is very light and supple, and special enchantments placed upon it allow Wizards to wear it without affecting their spellcasting abilities. This is the one form of armour which Wizards are allowed to wear!

Plate Mail of Golden Light: This wondrous plate armour is able to emit a brilliant golden light once per expedition (as chosen by the player of the Hero). When this happens, the Hero feels suddenly refreshed, strong, bursting with energy! All lost Wounds are at once restored, and the wearer is granted a bonus of +1 to WS for the next combat only.

Obviously, no model can wear more than one suit of armour, and it is not allowed for a model to wear one suit and carry another one around!

MAGIC ROBES AND CLOAKS

Magic robes and cloaks can't be worn with any type of metal armour. They can only be used by Wizards and characters wearing no armour or leather armour only. Roll a D12 and check the table below to see what type of robe or cloak has been found.

MAGIC ROBES AND CLOAKS	
D12	Type of Robe or Cloak
1-2	Robe of Toughness (Level 1)
3-4	Robe of Toughness (Level 2)
5	Robe of Toughness (Level 3)
6-8	Cloak of Pockets
9-10	Cloak of Invulnerability
11-12	Robe of Speed
11-12	Robe of the Sagacious Sorcerer



Robe of Toughness: Robes of Toughness are usually brown or grey, plain, simple robes. These add to the Toughness of the wearer. A Level 1 robe adds 1 point of Toughness, a Level 2 robe adds 2



points of Toughness, and a Level 3 robe adds 3 points of Toughness.

Cloak of Pockets: This finely made cloak is usually white or jet black. It has several magical pockets sewn into it, which have the following uses:

- One pocket can store up to 250 gold crowns quite weightlessly. This allows the wearer to carry up to double his usual allowance of gold crowns before he can carry no more.

- A second pocket is able to produce the spell ingredient for any one spell which the Wizard knows *once* during each adventure. The Wizard doesn't have to decide which ingredient this is until he needs it. Obviously if the wearer of the Cloak isn't a wizard this isn't terribly helpful...

- A third pocket can produce a single dose of any one selected *Blade Venom* once (and *only once*) during an adventure. The wearer of the Cloak must decide what this is before setting out on the adventure, however.

Cloak of Invulnerability: This most precious Cloak is always a simple slate grey, made of very

fine silk of extraordinary toughness. The wearer of this Cloak is treated as an *Invulnerable Monster*.

Robe of Speed: The wearer of this robe adds +2 to his Speed score.

Robe of the Sagacious Sorcerer: This majestic and unmistakable Robe can only be worn by a Wizard. It is of finest Cathay and Araby silks and satins, with gold threading, scented with cinnamon and frankincense, a whirl of majestic colour and brilliance. The Wizard wearing this Robe gains 1 point of Intelligence, 1 point of Bravery, and 1 point of Speed, and also 1 Fate Point! The Fate Point is not regenerated inbetween adventures, of course. There is only one drawback: other Wizards become somewhat jealous of the Robe wearer and charge an extra 50 gold crowns for each spell they are prepared to teach between adventures (so add 50 gold crowns to the spell costs in the Costs Table on page 37 of the *Advanced Heroquest* rulebook, and in the Magic section of this book).

A character may only wear one Cloak or Robe.

MAGIC TALISMANS

Similar to amulets, talismans are small charms worn around the neck on a thong of leather or a slim silver chain. There are three types of talisman, so roll a D12 to find which type has been found.

MAGIC TALISMANS	
D12	Type of Talisman
1-4	Talisman of Toughness
5-8	Talisman of Wizardry
9-12	Talisman of Fortune

Talisman of Toughness: Wearing this adds 1 point to the wearer's Toughness score.

Talisman of Wizardry: This can only be worn by a Wizard. It has 1D12 charges. Each charge, when used, allows the Wizard to cast one spell he knows without ingredients. When the Talisman has no charges left, it crumbles into dust and is then useless.

Talisman of Fortune: This lucky find grants the wearer 1 Fate Point when it is *first* found (it can't be passed round for everyone to gain a Fate Point!). The wearer is subsequently able to spot traps more easily, and can add +1 to all D12 rolls made for spotting traps (see the *Advanced Heroquest* rulebook, page 33).

No more than one Talisman can be worn at a time. It is not possible for a model to wear a Talisman and a magic Amulet at the same time.



LIGHT WIZARD'S SPELL BOOK

The Advanced Heroquest rulebook provides you with the spells for the College of Bright Wizards. Here we present the spells for the College of Light Wizards. Use this spellbook when you roll up magic items on the Magic Wands and Magic Scrolls tables in this article. You may also want to have one of your Heroes play a Light Wizard. In this case, the costs for learning spells from the Light Wizard's spell book are shown in the table below. The cost for any spell component is the usual 25 Gold Crowns. The ticked boxes indicate the only spells that a Light Wizard knows at the beginning of the game.

SPELL COSTS TABLE	
Spell	Cost
Escape	100 GCs
Restore Life	200 GCs
Regeneration	150 GCs
Remove Venom	100 GCs
Dagger of Banishment	250 GCs
Light of Learning	200 GCs
Sleep of Ages	175 GCs
Banish Fear	100 GCs

POWER OF LIFE

Component: Silver Hand

The Wizard lays the silver hand upon the bare wounds of a fallen comrade, and uses it as a channel to pour out a little of his own life energy. The hand gently glows as the wizard casts the Power of Life spell. By means of it, the Wizard may heal any Wounds lost by any one model, himself included. The Wizard can only cast this spell on a model within his own death zone, and he cannot cast it if there is an enemy model within the death zone as well as a wounded comrade he is healing. This spell cannot restore to life a model which has been slain.

STRENGTH OF LIFE

Component: Powdered bones of a Large Monster

Sprinkling the bone dust on himself or any one other model within his death zone, the Wizard draws on the basic energies of life to infuse strength and vitality into the body. The affected character adds +1 to Strength and gains 1 point of Weapon Skill until the next exploration turn.

ESCAPE

Component: A Lizard's Tail

The Wizard drops the lizard's tail behind him when the Heroes wish to escape from an encounter. A sheet of blinding white light springs up at the point where the tail hits the ground- solid life-essence, which no creature can pass through. The Heroes cannot be pursued, and automatically escape the encounter (if they return, apply the standard rules. See page 18 of the Advanced Heroquest rulebook).

RESTORE LIFE

Component: Fossil Leaf

This spell may only be cast when a combat has finished, before the Wizard does anything else. He crumbles the fossil leaf over the heart and eyes of a comrade who has died in the fight just ended (or been killed by a deadly trap, etc.). As he murmurs the incantation, the dust glows green, and miraculously turns into fragments of fresh green leaf! If the Wizard passes an Intelligence test, the glow of life-essence sinks slowly into the body of the fallen Hero: wounds close, breathing starts again, and after a few moments the eyelids flicker and open. The recently-dead Hero is restored to life at full strength.

CLOAK OF PROTECTION

Component: Cloth of Gold

Placing the cloth of gold on his head, the Wizard pronounces the mystic incantation, and the cloth expands to make a shimmering cloak of golden light which covers him from head to toe. This cloak adds +2 to his Toughness against attacks from Undead creatures and Daemons, and +1 to his Toughness against all other attacks. The magical cloak lasts until the next exploration turn. The Wizard can only affect himself with this spell.

BLINDING LIGHT

Component: A Glass Prism and Grave Dust

The Wizard flings the dust into the air, and it is consumed in a blinding flash by pure life energy which is then focused within the glass prism. Rays shoot out from the prism into the eyes of the Wizard's enemies. All enemy models within the same room or passage as the Wizard suffer a -1 penalty to hit rolls for the rest of the combat (until the next exploration turn).

REGENERATION

Component: Troll Bone Marrow

The Wizard chants some words of power for a few moments over the bone marrow, before handing it to the Hero who is to receive the benefit of the spell. The Hero then completes the spell by eating the bone marrow (or this may be the Wizard himself). Until the end of the next combat, the Hero will recover one lost Wound at the beginning of each GM phase of every combat turn.

REMOVE VENOM

Component: Snake Tooth

The Wizard holds the Snake Tooth between thumb and forefinger and chants for a few moments. Any poison in the room or passage the Wizard is in is sucked into his body through the tooth, and destroyed by the powerful life-energies that empower the Light Wizard's magic. All poison in the room/passage is instantly destroyed, be it part of a trap or hazard, or even Rat Poison or Blade Venom carried by a comrade! If any trap or hazard is discovered in the room and the dice indicate that it features poison, it is rendered completely harmless, and any poisoned weapons function only as normal ones.

DAGGER OF BANISHMENT

Component: Miniature silver dagger

Chanting words of power, the Wizard hurls the tiny dagger at an unliving foe- a single Undead model or daemon within a maximum range of 8 squares. As with all ranged combat, the Wizard must have a clear line of sight to the target. The dagger spins and swirls in the air and expands into a glowing dagger of pure life force! If the dagger hits, the creature is destroyed; there is no need to roll damage dice.

When using this spell against a Daemon, however, the Wizard must pass an Intelligence test in order to destroy the creature. If the test is failed, the dagger hits with a number of damage dice equal to the creature's Toughness score. Greater Daemons are not subject to the instant death effect, but suffer damage dice equal to their Toughness score.

SLEEP OF AGES

Component: A piece of Duck Down

By whispering the incantation of this spell, and waving his hands in a gentle arc, the Wizard lets the feather float to the ground. As he does so, he points to any single model within his line of sight. That model falls to the ground in a deep sleep, and remains asleep permanently until woken.

A sleeping creature can be woken by any comrade which is on an adjacent square, but the waker must spend one full combat turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +4 bonus to all hit rolls, and the striker adds 2 damage dice +2 to the roll of each damage dice! The blow(s) then wake the sleeper, if the creature is still alive.

LIGHT OF LEARNING

Component: A lit Lamp

This spell is called upon by a Light Wizard when he wishes to magically see through a closed door. He chants the words of the spell and his eyes are surrounded by a gentle pale light. As the light of the lamp falls upon the door (the wizard is able to see the location beyond- the passage or room beyond the door).

This spell forces the GM immediately to roll up the room type and contents (or passage) if the adventure being played is a randomly generated one. In any event, the Wizard must be given clear details of what can be seen in the room or passage- any monsters, chests, magic circles, and the like. The spell does not allow the Wizard to see anything which wouldn't be discovered by natural powers of sight, such as a concealed pit trap, etc.

BANISH FEAR

Component: The Heart of a Lion

The Wizard holds up the Lion's heart, and as he pronounces the incantation the heart begins to beat again, becoming suffused with pure white light! Every friendly model in the Wizard's death zone when the spell is cast becomes completely immune to fear until the start of the next exploration turn.

Fearsome monsters do not affect those protected by this spell, and nor do spells which cause fear, like the Bright Wizards' Flight spell.